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February 7, 1992

Woody Vasulka
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Dear Woody,

Recently we received a fax from Katharina Gsollpointner asking us for prices on our John Whitney Tape. We sent her a range, not knowing what her planned use would be. She sent back a note asking us if we'd been in contact with you.

I'm afraid I've been remiss. I believe I said I'd send you something about our early efforts to produce a series of videotaped interviews on electronic arts pioneers. I'm sending you the topsheet proposal. I don't know if you were interested in our budget projections but if you are, just ask.

We hope everything is going well on your project. David has managed to dig up a keyboard he used in 1972. It looks Russian by today's standards. What a dinosaur!

Warm regards,



Michele

PIONEERS OF COMPUTER ART

VOLUME I: The Mavericks

INTRODUCTION

The first computer artists emerged in the Nineteen Sixties and early Seventies. Using the crude technology of their time, these mavericks faced and conquered extraordinary obstacles. Many of today's leading computer artists and scientists cite them as their earliest and most important influences.

From the perspective of the 1990's, at a time when computers are relatively cheap, powerful, and reliable, the achievement of the early computer artists is in danger of being trivialized and forgotten. All of our subjects are of advanced age; it is important to document their story while they are still with us.

PROJECT DESCRIPTION

The Pioneers of Computer Art will consist of a series of VIDEOTAPED INTERVIEWS with approximately ten of the leading early computer artists from America, Europe, and possibly Japan. Among the more than thirty artists currently being considered for inclusion are John Whitney Sr., Chuck Csuri, Ed Emschwiler, Lillian Schwarz, Myron Krueger, and Manfred Mohr. The final artist selection will take place in October of this year. The interview tapes will be edited together with representative samples of the artists' works.

There will be an INTRODUCTORY OVERVIEW which will provide a timeline of important developments in the field of computer imaging from its formative stages up to the present day state-of-the-art. The overview will also concentrate on some of the key scientists, engineers, and other artists who were involved with the development of the medium.

The FINAL PRODUCT will be released both as a sixty-minute videotape as well as videodisc with up to four independent channels of sound. The project will be completed over a one year period. The principal participants are:

Director: David Em
Producer: Michele Em

The Siggraph organization has supported the pre-production of the project with a ten thousand dollar Planning Grant.

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March 6, 1992

Michele Em
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Dear Michele,

Thank you for your letter. We appreciate your interest but cannot comment on the intentions of ARS ELECTRONICA. We have been quite confused by our communications with them and hope your interaction with ARS ELECTRONICA hold something fruitful for you. Our exhibition emphasizes the early tools. On a restrictive budget and with imminent deadlines, we are working under major limitations. We're merely trying to do the best we can in the short time allotted.

Woody sends his affection. Please continue to be on the look out for early tools, as we hope to do expand this exhibition at a later date.

Regards,



MaLin Wilson
Special Projects Director